



GUANADAL CANAL CAMPAIGN



CONTAINS UPDATED
VERSION 1.1 DISC

STRATEGIC SIMULATIONS INC.



TM GALAPAGAL



STRATEGIC
SIMULATIONS
INC

For Your
APPLE II
with
Applesoft
ROM Card
or
AppleII
Plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover design:
Louis Hsu
Saekow

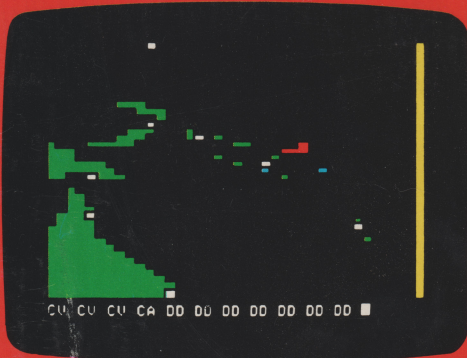
Cover art:
Kevin Heney
&
Don Woo

GUADALCANAAL CAMPAIGN™ was designed by Gary Grigsby.

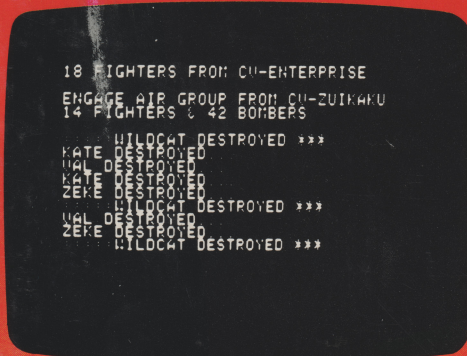
- **PLAYING TIME:** Mini-games, 2 to 4 hours; Campaign, 40 to 80 hours.
- **INTERMEDIATE LEVEL**

- ☐ Accounts for every warship & plane that participated in the Guadalcanal campaign. Ship types include CV, CVL, BB, CA, DD, APD, DMS, ML, CS, TR, SS. Plane types include B-17, SBD, TBD, F4F, TBF, Zeke, Kate, Val, Betty, Nell.
- ☐ 4 mini-games (including "The Battle of the Coral Sea") & 294-turn campaign game.
- ☐ Hidden movement, limited intelligence, and inaccurate ship sightings.
- ☐ Carrier battles, day & night surface combat, naval bombardments of Guadalcanal.
- ☐ Ability to make 'fast' slot runs to resupply Guadalcanal.
- ☐ Ability to repair damaged ships for use later during the campaign.
- ☐ Two-player and computer-as-opponent (solitaire) versions.
- ☐ Ability to save game in progress for resumption later.

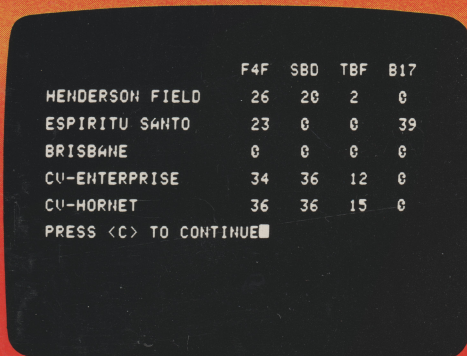
THE VERY FIRST MONSTER COMPUTER WARGAME!



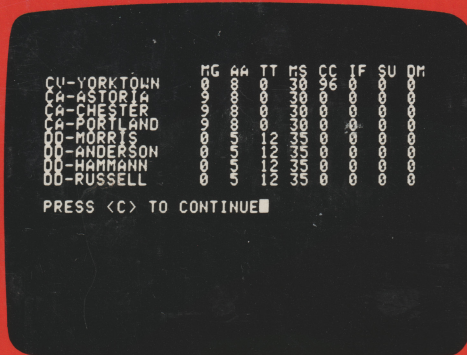
Colorful search map: green areas are land masses; blue blocks, Allied task forces; red, sighted Japanese task forces; and white, land bases.



Combat Air Patrol intercepting Japanese carrier air strikes.



Aircraft status on U.S. bases and carriers for the "Santa Cruz" scenario.



Details of a U.S. task force during the "Coral Sea" scenario, one of the four mini-games.

If you think that this game is full of giant apes and squids slugging it out, this is *not* for you! Put this box down right now and start looking for some of our space, fantasy, sports, and general-topic games.

But if you are an ardent wargamer and *know* that we're talking about a strategy simulation of immense scale.... ah, rejoice! (A "whoopieee!" will do.) Because here in your hot little hands is one of the finest computer or board monster wargames ever made!

Our playtesters have forsaken sleep, food, even lustful pleasures — oh, most gladly and willingly — to play this 40-to-80-hour-long simulation of one of America's most devastating conflicts against Japan during World War II. And all have proclaimed it a superb game. Some consider it SSI's best to date!

To fully describe it without your hands-on experience is an exercise in futility. So here is a brief glimpse to make sure you *do* get your hands on it:

MONSTROUS & COMPLEX...

GUADALCANAL CAMPAIGN™ starts on August 7, 1942 and ends on December 31, 1942. That's 147 days, each divided into one AM and one PM turn to give 294 turns in all. Every Japanese and American warship that historically participated in the campaign is included and exhaustively rated for speed, cargo/plane-carrying capacity, damage points, and number of main guns, secondary anti-aircraft guns and torpedo tubes.

YET SIMPLE & EASY TO PLAY.

Despite its seeming immensity and complexity, this game is extremely easy to play. In fact, a child could play it. (Of course, he'll get creamed, but he will be able to *play* it.) All this is made possible by the well-written program that makes full use of the computer's versatile, steel-trap memory (whose first job is to record all moves so you can save a game for resumption later).

THE GREAT COMPUTER

The computer provides a colorful search map and allows for realistic

battle conditions such as hidden movement, limited intelligence, and inaccurate ship sightings. During tactical battle, it resolves every combat down to the last ship and plane!

YOU ARE THE MASTERMIND

With the computer taking all the grueling drudgery out of the action, you are free to concentrate on strategic planning. You must form task forces from your fleet, provide them with a mission, and deploy them wisely. You must not only deal with the complex interaction of infantry, ships and planes, but with the smaller details such as loading transports and training carrier pilots.

Yet even here, the computer makes it all very simple by prompting you at every move and decision. It also gives you a pipeline-of-ships report so you know when repaired ships and reinforcements will be available.

If the Japanese High Command had an administrator this good, it might well have taken Henderson Field and won the Guadalcanal campaign!

SHORTER SCENARIOS

When a long, drawn-out game is neither feasible nor desirable, we've provided for shorter scenarios.

First, there is the "abridged" campaign that starts on October 1, which is a mere 184-turn game that lets you bypass preparatory details to jump right into the heat of battle. Then there are four mini-games that range from four to twelve turns, one of which is the Battle of the Coral Sea. You can polish off any one of these games in two to four hours.

Finally, when you've lost all your friends from neglect and your last playing partner has relented to the demands of the real world, there is always the solitaire game. Here, the computer takes on the role of the Japanese so you can continue to live and breathe GUADALCANAL CAMPAIGN!

GUADALCANAL CAMPAIGN



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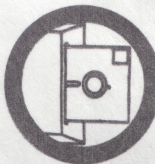


You never thought your computer could be this exciting!

**For extended media life—
here's how to take care of your flexible disk**



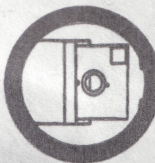
Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
insert disk carefully.



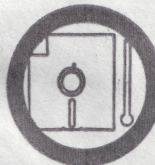
Magnetic fields erase.
Keep them far away.



Keep it safe—
in the jacket
when not in use.



Bending and folding
may damage.
Handle with care.



Keep disks comfortable.
Store at: 10° to 52°C.
50° to 125°F.

GUADALCANAL CAMPAIGN



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STRATEGIC SIMULATIONS INC/CUSTOMER RESPONSE CARD

1. What game is this card from?

2. What computer was used to play this game?

3. Please rate the following aspects of the game (9=excellent, 1=poor):

9 8 7 6 5 4 3 2 1 Playability

9 8 7 6 5 4 3 2 1 Realism

9 8 7 6 5 4 3 2 1 Excitement

4. Was this game fun to play?

☐ Yes ☐ No

5. Please comment on this game; also what games would you like to see in the future?

6. How many other SSI games have you purchased? _____

7. Please write your name and address below if you wish to be placed on our mailing list:

8. Where did you learn about this game?

☐ magazine ads; ☐ retail store;

☐ direct mail; ☐ friend;

☐ other: _____

If magazine ad, which magazine?

9. Where did you purchase this game?

☐ computer store; ☐ game store;

☐ SSI direct; ☐ other mail order;

☐ software store;

☐ other: _____

10. Have you ever played a board war-game before? ☐ Yes ☐ No



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY CARD

FIRST CLASS PERMIT NO. 910, MOUNTAIN VIEW, CA 94042

POSTAGE WILL BE PAID BY ADDRESSEE

STRATEGIC SIMULATIONS INC.

883 Stierlin Road
Building "A"
Mountain View, CA 94043

